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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
09/819,628	03/29/2001	Kenjiro Morimoto	K6510.0056/P056	4427
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DICKSTEIN SHAPIRO LLP			NGUYEN, THANH T	
1825 EYE STREET NW				
Washington, DC 20006-5403				
			ART UNIT	PAPER NUMBER
			2144	
			MAIL DATE	DELIVERY MODE
			10/31/2007	PAPER

Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Office Action Summary

Application No.

09/819,628

Applicant(s)

MORIMOTO, KENJIRO

Examiner

Tammy T. Nguyen

Art Unit

2144

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE (3) MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☒ Responsive to communication(s) filed on 16 February 2007.
2a) ☒ This action is **FINAL**. 2b) ☒ This action is non-final.
3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 25, 27 and 29 is/are pending in the application.
4a) Of the above claim(s) _____ is/are withdrawn from consideration.
5) ☐ Claim(s) _____ is/are allowed.
6) ☒ Claim(s) 25, 27 and 29 is/are rejected.
7) ☐ Claim(s) _____ is/are objected to.
8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
10) ☐ The drawing(s) filed on _____ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
a) ☐ All b) ☐ Some * c) ☐ None of:
1. ☐ Certified copies of the priority documents have been received.
2. ☐ Certified copies of the priority documents have been received in Application No. _____.
3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- 1) ☒ Notice of References Cited (PTO-892)
2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
3) ☐ Information Disclosure Statement(s) (PTO-1449 or PTO/SB/08)
Paper No(s)/Mail Date _____.
4) ☐ Interview Summary (PTO-413)
Paper No(s)/Mail Date. _____.
5) ☐ Notice of Informal Patent Application (PTO-152)
6) ☐ Other: _____.



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Detailed Office Action

1. The finality of the office action of July 30, 2007 is withdrawn and the following action is taken.
2. Claims 25, 27, and 29 are pending.

Claim Rejections - 35 USC § 112

3. The following is a quotation of the second paragraph of 35 U.S.C. 112:

The specification shall conclude with one or more claims particularly pointing out and distinctly claiming the subject matter which the applicant regards as his invention.

4. Claims 25 and 27 are rejected to because of the following informalities:
5. Claim 25 recites the limitation "The team" in the last paragraph of the claim. There is insufficient antecedent basis for this limitation in the claim.
6. Claim 27 recites the limitation " the common control information" in line13. There is insufficient antecedent basis for this limitation in the claim.

Appropriate correction is required.

Claim Rejections - 35 USC § 103

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7. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all

obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

8. Claims 25, 27, and 29 are rejected under 35 U.S.C. 103(a) as being unpatentable over

Kume et al., (hereinafter Kume) U.S. Patent No. 6,203,433, and Cuomo et al.,

(hereinafter Cuomo) U.S. Patent No. 6,530,840 in view of Chopra et al., (hereinafter

Chopra) U.S. Patent No. 6,631,466 further in view of Denieli et al., (hereinafter Denieli)

U.S. Patent No. 7,240,093 and further in view Burns et al., (hereafter Burns) U.S. Patent

No. 6,306,036.

9. As to claim 25, Kume discloses the invention substantially as claimed, Kume discloses including a game task execution management method executable on a server with which a plurality of terminals are connectable via a network system, each of said terminals being executable with the same game program for carrying out a common task, said method comprising the steps of: registering on a database of the server information which is sent from said terminals via the network in response to players' operations on the terminals, respectively, said information including plural items which the players want to register on the server [see Kume, Fig.1, item 11], when received from a terminal in response to a player's operation via the network, a request for participating the game being currently in progress on another terminal on the network when request is made,

players registered on the database [see Kume col.1, lines 36-45], (registered in database); and the control information necessary for starting the game program from a intervene stage of the game already started and currently being currently in progress on another terminal [see Kume col.3, lines 21-33, and col.5, lines 48-50]. Also, Kume does not explicitly disclose searching at one terminal and transmitting to the terminal from which said request for participating in the game is made.

10. In the same field endeavor, Cuomo discloses (e.g., Method and system for an object architecture for a multi-user game lobby and game session). Cuomo discloses searching at one terminal and transmitting to the terminal from which said request for participating in the game is made [see Cuomo, fig.2, and col.3, lines 13-23] (*A multi-user game has been established by a User 200. The game is registered in a Lobby 202. Other users join the game by connecting to a GameServer 204. Two additional Users 206 and 208 are currently joined to the game created by the User 200 via GameServer 204. A new User 210 contacts the LobbyServer 202, as indicated by line 212, to find out what games are available and to retrieve the network addresses for their respective GameServers, and then the user can select and join the desired game*).

11. Accordingly, it would have been obvious to one of ordinary skill in the networking art at the time the invention was made to have incorporated Cuomo's teachings of Method and system for an object architecture for a multi-user game lobby and game session with the teachings of Kume to have searching at one terminal and transmitting to the terminal from which said request for participating in the game is made, for the purpose of allows games to freely operate with any of these lobby implementations [see Cuomo, col.1, lines

50-51]. Also, Kume and Cuomo do not explicitly disclose searching at least one matching the request among currently on the network of the players, and the one on which the game is already started.

12. In the same field endeavor, Chopra discloses (e.g., a parallel string pattern searches in respective ones of array of a computers). Chopra discloses searching at least one matching the request among currently on the network of the players, and the one on which the game is already started [see Chopra col.21, lines 39-51].

13. Accordingly, it would have been obvious to one of ordinary skill in the networking art at the time the invention was made to have incorporated Chopra's teachings of a parallel string pattern searches in respective ones of array of a computers with the teachings of Kume to have searching on or ones matching to the request among currently on the network of the players, and the one on which the game is already started for the purpose of, provides even greater flexibility for packet filtering in a gateway system [see Chopra col.1, lines 60-65].

14. However, Kume, Cuomo, and Chopra do not disclose all of the terminals selected as a team have common control information from said intervene stage of the game for playing the game in which the players selected as a team work together in cooperation with one another toward a common task on the game.

15. In the same field endeavor, Danieli discloses (e.g., Use of online messaging to facilitate selection of participants in game play). Danieli discloses all of the terminals selected as a team have common control information in which the players selected as a team work together in cooperation with one another [see Danieli, col.1, lines 55-67, and col. 7, lines

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15-46] *(In order to facilitate online game playing, it is necessary to enable players to join games already in progress, or enable players to initiate a new game in a manner that allows other players to join in).*

16. Accordingly, it would have been obvious to one of ordinary skill in the networking art at the time the invention was made to have incorporated Danieli's teachings of Use of online messaging to facilitate selection of participants in game play with the teachings of Kume to have all of the terminals selected as a team for playing the game in which the players selected as a team work together in cooperation with one another, for the purpose of provides players with a list of existing chat sessions being hosted by other players so as to enable the players to join games that are already in progress [see Danieli, col.3, lines 5-21]. Also, Kume, Cuomo, and Chopra and Danieli do not explicitly disclose an intervene stage of the game for playing the game in which the players selected toward a common task on the game.
17. In the same field endeavor, Burns discloses (e.g., Computer game with replaceable character heads). Burns discloses an intervene stage of the game for playing the game in which the players selected toward a common task on the game [see Burns, col.11, lines 29-37] *(a player can pause and save a game at any time to resume play later).*
18. Accordingly, it would have been obvious to one of ordinary skill in the networking art at the time the invention was made to have incorporated Burns teachings of computer game with replaceable character heads with the teachings of Kume to have an intervene stage of the game for playing the game in which the players selected toward a common task on

the game, for the purpose of provides an amusement as players strive to amass collections of strange and different heads from the virtual environment [see Burns, col. 2, lines 9-12].

19. As to claim 27, the limitations of this claims are substantially the same as claim 25, thus are rejected for the same rationale in rejecting claim 25 above, Kume discloses the invention substantially as claimed, Kume discloses including a game task execution management method executable on a server with which a plurality of terminals are connectable via a network system, each of said terminals being executable with the same game program for carrying out a common task, said method comprising the steps of: registering on a database of the server information which is sent from said terminals via the network in response to players' operations on the terminals, respectively, said information including plural items which the players want to register on the server [see Kume figure 1, item 11], upon receipt of a request for participating the game from a terminal through the network, selecting one or ones to the request of the terminals currently on the network and being currently in progress to a stage of the game by another participant among the participants registered on the database when said request is made [see Kume lines 36-45, registered in database]; and transmitting to the terminal on the request common control information so as to start the game program from the same stage of the game as with the selected terminals currently on the network for carrying out the game for a common task in corporation [see Kume col.3,lines 21-33, and col.5, lines 48-50]. However, Kume does not explicitly disclose searching at one terminal and

transmitting to the terminal from which said request for participating in the game is made.

20. In the same field endeavor, Cuomo discloses (e.g., Method and system for an object architecture for a multi-user game lobby and game session). Cuomo discloses searching at one terminal and transmitting to the terminal from which said request for participating in the game is made [see Cuomo, fig.2, and col.3, lines 13-23] (*A multi-user game has been established by a User 200. The game is registered in a Lobby 202. Other users join the game by connecting to a GameServer 204. Two additional Users 206 and 208 are currently joined to the game created by the User 200 via GameServer 204. A new User 210 contacts the LobbyServer 202, as indicated by line 212, to find out what games are available and to retrieve the network addresses for their respective GameServers, and then the user can select and join the desired game*).
21. Accordingly, it would have been obvious to one of ordinary skill in the networking art at the time the invention was made to have incorporated Cuomo's teachings of Method and system for an object architecture for a multi-user game lobby and game session with the teachings of Kume to have searching at one terminal and transmitting to the terminal from which said request for participating in the game is made, for the purpose of allows games to freely operate with any of these lobby implementations [see Cuomo, col.1, lines 50-51]. Also, Kume and Cuomo do not explicitly disclose searching at least one matching the request among currently on the network of the players, and the one on which game is already started.

22. In the same field endeavor, Chopra discloses (e.g., a parallel string pattern searches in respective ones of array of a computers). Chopra discloses searching at least one matching the request among currently on the network of the players, and the one on which the game is already started [see Chopra col.21, lines 39-51].
23. Accordingly, it would have been obvious to one of ordinary skill in the networking art at the time the invention was made to have incorporated Chopra's teachings of a parallel string pattern searches in respective ones of array of a computers with the teachings of Kume to have searching on or ones matching to the request among currently on the network of the players for the purpose of provides even greater flexibility for packet filtering in a gateway system [see Chopra col.1, lines 60-65]. However, Kume, Cuomo, and Chopra do not disclose all of the terminals selected as a team have common control information in which the players selected as a team work together in cooperation with one another.
24. In the same field endeavor, Danieli discloses (e.g., Use of online messaging to facilitate selection of participants in game play). Danieli discloses all of the terminals selected as a team have common control information in which the players selected as a team work together in cooperation with one another [see Danieli, col.1, lines 55-67, and col. 7, lines 15-46]*(In order to facilitate online game playing, it is necessary to enable players to join games already in progress, or enable players to initiate a new game in a manner that allows other players to join in).*
25. Accordingly, it would have been obvious to one of ordinary skill in the networking art at the time the invention was made to have incorporated Danieli's teachings of Use of

online messaging to facilitate selection of participants in game play with the teachings of Kume to have all of the terminals selected as a team for playing the game in which the players selected as a team work together in cooperation with one another, for the purpose of provides players with a list of existing chat sessions being hosted by other players so as to enable the players to join games that are already in progress [see Danieli, col.3, lines 5-21]. Also, Kume, Cuomo, and Chopra and Danieli do not explicitly disclose an intervene stage of the game for playing the game in which the players selected toward a common task on the game.

26. In the same field endeavor, Burns discloses (e.g., Computer game with replaceable character heads). Burns discloses an intervene stage of the game for playing the game in which the players selected toward a common task on the game [see Burns, col.11, lines 29-37] (*a player can pause and save a game at any time to resume play later*).
27. Accordingly, it would have been obvious to one of ordinary skill in the networking art at the time the invention was made to have incorporated Burns teachings of computer game with replaceable character heads with the teachings of Kume to have an intervene stage of the game for playing the game in which the players selected toward a common task on the game, for the purpose of provides an amusement as players strive to amass collections of strange and different heads from the virtual environment [see Burns, col. 2, lines 9-12].
28. As to claim 29, the limitations of this claims are substantially the same as claim 25, thus are rejected for the same rationale in rejecting claim 25 above, Kume discloses the invention substantially as claimed, Kume discloses the invention substantially as claimed,

Kume discloses including a game progress management method on a server to which a plurality of terminals are connectable, each of said terminals being executable with a game program, said method comprising the steps of: registering individual information of the user at the terminal including a game progress status on the terminal and a request with the user's desired condition for participating the game sent from each of said terminals [see Kume col.1, lines 36-45 and fig.1, item 11]; selecting from the registered terminals one which matches with the request to organize a team for selected participants common task on the game [see Kume all element in fig.2] ; sending to each of said selected terminals control information for game as a team, and when one of said selected terminals requests to start the game program form an intervene stage of the game being played on another selected terminal, intervene stage of the game [see Kume col.3, lines 21-33, and col.5, lines 48-50]. Also, Kume does not explicitly disclose searching at one terminal and transmitting to the terminal from which said request for participating in the game is made. However, Kume does not explicitly disclose searching at one terminal and transmitting to the terminal from which said request for participating in the game is made.

29. In the same field endeavor, Cuomo discloses (e.g., Method and system for an object architecture for a multi-user game lobby and game session). Cuomo discloses searching at one terminal and transmitting to the terminal from which said request for participating in the game is made [see Cuomo, fig.2, and col.3, lines 13-23] (*A multi-user game has been established by a User 200. The game is registered in a Lobby 202. Other users join the game by connecting to a GameServer 204. Two additional Users 206 and 208 are*

currently joined to the game created by the User 200 via GameServer 204. A new User 210 contacts the LobbyServer 202, as indicated by line 212, to find out what games are available and to retrieve the network addresses for their respective GameServers, and then the user can select and join the desired game).

30. Accordingly, it would have been obvious to one of ordinary skill in the networking art at the time the invention was made to have incorporated Cuomo's teachings of Method and system for an object architecture for a multi-user game lobby and game session with the teachings of Kume to have searching at one terminal and transmitting to the terminal from which said request for participating in the game is made, for the purpose of allows games to freely operate with any of these lobby implementations [see Cuomo, col.1, lines 50-51]. Also, Kume and Cuomo do not explicitly disclose searching at least one matching the request among currently on the network of the players, and the one on which the game is already started.
31. Also, Kume and Cuomo do not explicitly disclose searching at least one matching the request among currently on the network of the players, and the one on which the game is already started.
32. In the same field endeavor, Chopra discloses (e.g., a parallel string pattern searches in respective ones of array of a computers). Chopra discloses searching at least one matching the request among currently on the network of the players, and the one on which the game is already started [see Chopra col.21, lines 39-51].
33. Accordingly, it would have been obvious to one of ordinary skill in the networking art at the time the invention was made to have incorporated Chopra's teachings of a parallel

string pattern searches in respective ones of array of a computers with the teachings of Kume to have searching on or ones matching to the request among currently on the network of the players, and the one on which the game is already started for the purpose of, provides even greater flexibility for packet filtering in a gateway system [see Chopra col.1, lines 60-65]. However, Kume, Cuomo, and Chopra do not disclose all of the terminals selected as a team have common control information in which the players selected as a team work together in cooperation with one another.

34. In the same field endeavor, Danieli discloses (e.g., Use of online messaging to facilitate selection of participants in game play). Danieli discloses all of the terminals selected as a team have common control information in which the players selected as a team work together in cooperation with one another [see Danieli, col.1, lines 55-67, and col. 7, lines 15-46]*(In order to facilitate online game playing, it is necessary to enable players to join games already in progress, or enable players to initiate a new game in a manner that allows other players to join in).*

35. Accordingly, it would have been obvious to one of ordinary skill in the networking art at the time the invention was made to have incorporated Danieli's teachings of Use of online messaging to facilitate selection of participants in game play with the teachings of Kume to have all of the terminals selected as a team for playing the game in which the players selected as a team work together in cooperation with one another, for the purpose of provides players with a list of existing chat sessions being hosted by other players so as to enable the players to join games that are already in progress [see Danieli, col.3, lines 5-21]. Also, Kume, Cuomo, and Chopra and Danieli do not explicitly disclose an

intervene stage of the game for playing the game in which the players selected toward a common task on the game.

36. In the same field endeavor, Burns discloses (e.g., Computer game with replaceable character heads). Burns discloses an intervene stage of the game for playing the game in which the players selected toward a common task on the game [see Burns, col.11, lines 29-37] (*a player can pause and save a game at any time to resume play later*).
37. Accordingly, it would have been obvious to one of ordinary skill in the networking art at the time the invention was made to have incorporated Burns teachings of computer game with replaceable character heads with the teachings of Kume to have an intervene stage of the game for playing the game in which the players selected toward a common task on the game, for the purpose of provides an amusement as players strive to amass collections of strange and different heads from the virtual environment [see Burns, col. 2, lines 9-12].

Conclusion

38. Applicant's amendment necessitated the new ground(s) of rejection presented in this Office action. Accordingly, **THIS ACTION IS MADE FINAL**. See MPEP § 706.07(a). Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire THREE MONTHS from the mailing date of this action. In the event a first reply is filed within TWO MONTHS of the mailing date of this final action and the advisory action is not mailed until after the end of the THREE-MONTH shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any

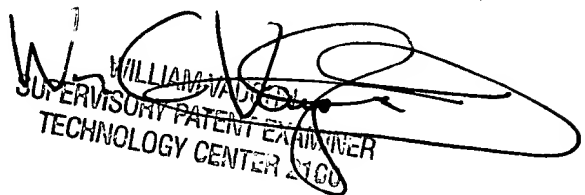
extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of the advisory action. In no event, however, will the statutory period for reply expire later than SIX MONTHS from the date of this final action.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Tammy T. Nguyen whose telephone number is 571-272-3929. The examiner can normally be reached on Monday - Friday 8:30 - 5:30.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, **William Vaughn** can be reached on 571-272-3922. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

October 21, 2007


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